



Project Achievement Development Guide

for 9th - 12th Graders

Sports

Georgia 4-H Project Achievement empowers young people with skills for a lifetime. Through a competitive process, students explore their interests, unleash their creativity, share their work, and celebrate their achievements! This guide provides 9th—12th graders with examples for getting started with their project exploration.

Description of Project:

4-H'ers may explore leisure activities that are both physical and competitive, whether casual or organized, and that aim to use, maintain, and improve physical abilities and skills. Through this project 4-H'ers may:

- gain knowledge of and an appreciation for various leisure time activities, particularly those in the area of sports
- develop skills in a specific sport
- consider the historical, cultural, social, and economic value of a sport
- develop an understanding of specific practices to protect against personal injury in playing a sport
- acquire knowledge in the history, rules, variations, and implications of a sport
- explore career opportunities related to athletics and sports

Overview: \Rightarrow Choose project \Rightarrow Develop skills in: - Project - Leadership - Service \Rightarrow Prepare portfolio for work completed from January 1— December 31 \Rightarrow *Prepare* presentation \Rightarrow Practice \Rightarrow Compete

 \Rightarrow Reflect

Examples of Project Development Experiences:

- Participate in physical and competitive activities as often as possible
- Tour places such as sporting goods stores, sports venues, recreation departments, sports halls of fame, sports training facilities, etc.
- Take lessons from a trainer/professional, attend a workshop, or go to a sports camp
- Interview sports medicine professionals, coaches, sporting goods store owners, athletic trainers, parks and recreation personnel, sports journalists, etc.
- Acquire and read books, magazines, and pamphlets that relate to sports
- Enroll in a class offered by recreation or park departments or athletic associations
- Research applicable rules, regulations, history, and origin of a sport
- Shadow a coach, join a school or travel team, and/or learn to officiate a sport



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Project Sharing and Helping Examples:

- Volunteer at a recreation department or park to assist with sports activities
- Set up a class or clinic for younger 4-H'ers and teach the rules, regulations, and basic skills of a chosen sport
- Assist youth in deciding which sport is best for them
- Organize a Sports Club to hold practices, participate in scrimmages, and/or watch sports movies
- Volunteer to officiate a sport for a local league
- Schedule a group trip to watch a professional game, tour a sports hall of fame, etc. Discuss plans with local Extension staff
- Host a special sports day at the mall or shopping center including various vendors, displays, and exhibits
- Sponsor a special event such as a sports tournament
- Coach athletes who will be competing in Special Olympics
- Organize a trainer to come work with a group of players
- Demonstrate your work through presentations and exhibits at the 4-H office, school, recreation department, etc.
- Write news articles, blogs, or social media about your sport
- Mentor a younger 4-H'er in the Sports project

Special Considerations:

- Carry a water bottle and drink water often to stay hydrated.
- Closed-toe shoes can help protect your feet outdoors.
- Live animals and weapons are not permitted in this project.
- Remember to reference official guides, rules, and regulations when creating presentations and exhibits.
- Youth should practice internet safety. A best practice is to include a friend or parent in all communications and interactions.
- Use best safety practices when handling tools and equipment.
- <u>Georgia4h.org/projectachievement/leisure.html</u>includes information for deciding whether Sports is the best project for your interests.

Recommended Resources:

- Georgia4h.org/ ProjectAchievement
- specialolympics.org
- olympic.org/sports
- georgiadogs.com
- espn.go.com
- americanyouthfootball.
- usyouthsoccer.org
- usssageorgiayouth.
- baseballyouth.com
- usta.com/Youth-Tennis

At Competition:

Sports 4-H projects may use posters, artifacts, biofacts, and/or technology to support their presentation. The time limit for these presentations is 12 minutes. Computers, projectors, screens, and other technological devices may be used.

Prepared by: Gabrielle Buono, Keri Hobbs, and Jason Estep Reviewed by: Lori P. Bledsoe

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Sources:

The University of Georgia CAES. 2016. Project Achievement. http://www.georgia4h.org/projectachievement



<u>Georgia4h.org/programs/project-achievement</u>



